

Hoodler Archives is a Diplomatic journal published by Walter Hoodler, R. R. #1, 100 W. 1st, Indian 46052, telephone (313) 441-1144; archives Director, Postal Diplomatic Congress, and V P Congress, International Diplomatic Association. It is devoted to articles on genealogy, sailing systems, analysis of international games played by experts, such as the Old and New Lines Game (1901) now in progress, and gene news. Information from Diplomatic archives is cited for all this and is available to the public on web. Although the archives is virtually complete in its latest version form, missing undamaged originals are solicited, either for purchase or a loan to permit reworking. Many original spaces are now available from the archives; more are solicited as an to make them available to others. A subscription to Hoodler Archives is \$2.00 or \$4.00 (incl. residents and elsewhere) \$3.00 outside the U.S. are \$3.00 or \$4.00 back issues are \$1.00 apiece. This is Atlanta Press publication #125. Paid/total circulation this issue: 196/237

HOODLER ARCHIVES DEMONSTRATION COPY (1901)  
(The Old and New Lines Game)  
FALL 1901

UNIONIAN THEORETICAL TABLE COPY FOR BROWDER  
old and new lines

A set surrounded here  
A brief survey of chess  
and chess and chess

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which are not later than 1901. It is also noted that the copy is not a copy of the original but a copy of the original.

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ANALYSIS (Spring/Summer 1901): Doug Meyer sent a 1901 SW Handbook, entitled "Handbook, 1901" under the name "Doug Meyer". (Due to the USSR, the Spring analysis received the letter as "included in this issue.")

Spring 1901: I don't really know any idea of what is going to happen in the opening season of play. However, just for the fun of it and without knowing anything of it diplomatically that has been introduced I will make a preliminary analysis of what the players may be trying in Spring 1901.

Probably the two keys to this game are Lasker as Italy and Calhoun as Turkey. I doubt that Lasker will attack Romania (France) as this will put him within Lasker's sphere of influence--and knowing the two I doubt that they will try working together. At the same time, if Lasker tries the eastern attack, he comes into Calhoun's sphere. Calhoun approached the same situation from the opposite side. Thus, what Lasker had to do depends on the diplomatic sight of Calhoun and where Allan thinks his best chance lies.

In the autumn, Lasker should have the influence to pick his ally from either Romania or bywork. And then there is the question of whether or not Romania, bywork, and/or Romania will go with an anti-Lasker alliance at the start of the game.

In the autumn, Lasker should be able to bring with the Lasker power. Lasker and Romania get together to go west, and will have the choice of either a war or the other. This is, of course, unless Lasker wants to quickly become a land power.

With all of this in mind, it is my guess (and only that) that the following alliances will form this spring. Lasker (England) will save his fleet into northern waters away from Romania (France). Romania and bywork (Germany) will be cautious neighbors for neutral contacts. Lasker (Italy) will play things pretty safe by setting up the country in London for the fall. Calhoun (Turkey) will attack northward while Lasker (Italy) will go for Serbia and Greece. Romania (Russia) will try to pick up Russia's traditional gains--Rumania and Sweden.

and then again...

Fall 1901:

Interaction matrix for Spring 1901

	L	R	F	I	B	T	
L	0	0	0	0	0	0	+2 -2
R	0	0	0	0	0	0	+1
F	0	0	0	0	0	0	+1 -1
I	0	0	0	0	0	0	-1
B	0	0	0	0	0	0	-1 -1
T	0	0	0	0	0	0	+2 -1
	0	0	0	0	0	0	+2 -1

only one fleet and will give all the option to new F North Sea to intervene in the low countries (probably in France's favor, i.e., support French a land-ol or other of the German in Holland). The other option is to send F Norwegian Sea to the Lasker side. This would signal an attack on Russia. In either case, we should have that Lasker is up to by the end of this season.

Romania (France) has two early builds in Iberia. That only leaves him a possibility to worry about. If England and France are allied, they will probably play things safe with a land-ol supported by the English fleet. However, if Mike thinks that he cannot count on Lasker, he will probably send the army to Munich. Conversely, bywork (Germany) may want to send Lasker's movement to the east. The easiest way would be to get Lasker to go for Russia and then try to talk Romania into an alliance against Lasker. Lasker's fall 1901 orders, I would guess a Kle-Mol, a Muh-Mol, I believe. Lasker will allow Romania (Russia) to take Sweden in return for Russia building something up in Germany against the English. That will depend on how the diplomacy goes.

Lasker (Italy) will be the only player who does not have to consult Lasker to an alliance this fall. He will convey a Apulia to Lasker and order a Venice to Lasker. This will be a very important move and if he carries it to its complete conclusion, he will be able to take Lasker via a convoy to Lasker. However, in the meantime, he has an other ally.

Constantinople (Turkey) and Romania (Russia) appear to be attacking Vagor (Austria). This could be a set-up with one of them allying with Vagor in the fall against the other. However, I rather doubt it. Therefore the attack in the east will degenerate into Russia and Turkey versus Austria and Italy. To stalemate this eastern attack, I suppose that Lokafka and Vagor familiarize themselves with my article on "Austrian-Italian Superpower" in The Arena #3. If a stalemate develops in the east, it will play into the hands of the western alliance.

I hope that the action will pick up on the coming season. So far the chess moves have all been too standard. All of these players are capable of some pretty big moves and therefore I think that we can look forward to some interesting developments. (Are you guys listening?)

#### GROWLING FROM THE LIONS' DENS

VIENNA (17 October 1901): "The A hero was again ordered to Gal to prevent aggression by the Czarist dupes." The crown prince questioned the seriousness of the Sultan's demand of Gal to the extent of an armed conflict especially with the ITA alliance, a recently realized in Rome and Budapest.

Edinburg (Ida release) (7 October 1901): Alone with the shadows of a lightning cross, McBirean-Lady of the Isles--looks through the windowless wall to the struggles ahead.

"Oh, how I dread the coming of the first clash. To tune my thoughts to its trial strategy is discipline overwhelming...but what I dread for it is not a minor formality with which we have managed many times before this restless dawn. How could such trivia beset my soul with a cordon of apprehension?

"Unless, of course...it is not the failing but the success at the test that matters us so? For to fail is a termination of an open seduction to ambition, whereas to pass would force us further into a position from which to accept anything less than a career whose main function was a constant struggle to greater position, would be tantamount to suicide and shame.

"Deep within is the gnawing feeling that we must alter the course of events, as it is to justify our existence on this solitary planet. So irrational is this drive that it hinders our quest of peaceful happiness. Irrational because are we not but an average creature, ordained with no special position or tolerance that could give birth to a reaction of an ambitious course. Thus, the pursuit of the higher degrees would trap us in an upward spiral of quests from which we may not emerge in even the spirit of a force from which we started.

"Yet...the feeling persists and the assaults of reason and reality are not heeded. For we are torn on the question of whether ambition suits us not. For now, we can only follow with the stormy winds that come from distant quarters without any internal moral logic or definitive call. Are we doomed to claw at the unknown without satisfaction or completion?"

LAZAR (5 November 1901): The National Institute of Polish Antiquities is pleased to announce (with the indulgence of the Czar) that the poem published last spring by the Roman press and attributed to our long-lost Poet Laureate has enabled our historical researchers to fill in the gaps of a fragment of the same "Ode to Spring" long left in my care. Published here for the first time, then, is the complete text of "The Ode to Spring" (with thanks to Il Prezzo Roma for the first part).

"Spring has sprung!"

See the birds up in the sky?

"The grass has risen!"

(Wiping finger 'cross the eye)

"I wonder where the flowers lie?"

Yes, I'm glad that dawn isn't shy!

ALALA (6 November 1901): The Turkish government recognizes the Lion's rights, their interests not only in Sweden, but in Norway and Switzerland, but to mention the Lion's enemies of France, Germany, Austria and Italy. (This release was in a hurry.)

ALALA (11 November 1901): At the eve of the outbreak of war, the Lion's government announced a startling offer to make a representation to the Lion's government from my well-known government which feels responsible for the Lion's situation for this task in the current situation of the Lion's government.



We are pleased to bring you another double issue this time, one written by one of the hobby's foremost tactical experts, Eric Verhelmen. The second article gives a mathematical foundation for the intuitive feel many players have for country strength.

# TACTICS OF OFFENSE AND DEFENSE II

by Eric Verhelmen

As in the previous article in Hoodler Archives #102, this article will illustrate good tactical play in an idealized setting. In particular, all countries except for Russia, Austria-Hungary and Turkey are neutralized as are all neutral supply centers except for the Balkans. Russia and Austria-Hungary move with the single objective of destroying Turkey as quickly as possible, with the understanding that regardless of their choice of moves, the Turkish counter will be the best possible, i.e., Turkey will always guess the allied moves correctly and move with that in mind.

Spring 1901: Russia--F Sev-bla, A Mos-Ukr, A War-Gal  
 Austria--F Tri-Alb, A Bud-Ser, A Vie-Bud  
 Turkey--F Ank-bla, A Con-bul, A Sng-Lon  
 Fall 1901: Russia--F Sev-bla, A Ukr-Ser, A Gal-Rom  
 Austria--F Alb-Gre, A Ser-S F Alb-Gre, A Bud S RA Gal-Rom  
 Turkey--F Ank-bla, A Lon-Hus, A Con-bul  
 Winter 1901: Russia--Build A Mos  
 Austria--Build F Tri and A Vie  
 Turkey--Build R Sng

The 1901 Russian and Austrian moves are probably the best possible against Turkey even in a real game, assuming, of course, the non-interference of Germany and Italy. The objective is clear: prevent Turkey from taking the Black Sea without risking the loss of Sevastopol or a bounce in either Romania or Greece. To do this, it is necessary to utilize every available allied unit, as can be seen in the fall moves. RA Ukr acts as a hedge against a possible Turkish move to Armenia in the spring and a subsequent TF Ank Con, TA Arm-Ser in the fall. Note how RA Mos-Ukr in the spring is superior to RA Mos-Ser since (1) RA Mos-Ser can easily be blocked along with RF Sev-bla by TF Ank-bla (holding two Russian units with a single Turkish unit), (2) RA Ukr is adjacent to the front and has the additional options of moving or supporting in Russia not available to RA Mos and (3) it assures that Moscow will be left open for a build in the winter. It might be mentioned here that the usually strong spring move TA Sng-Lon is worse than useless here since the best TA Arm could do in the fall is leave Sevastopol open for a build while TA Con might be useful for supporting purposes later on.

(Notations: A Bul H (R Con)--A Bul is dislodged and retreats to Con; A Bul H--A Bul is annihilated or is dislodged and retreats off the board)

Spring 1902: Russia--F Sev-bla, A Ukr-Ser, A Rom S AA Ser-bul  
 Austria--F Gre S A Ser-bul, F Tri-Alb, A Ser-bul, A Bud-Ser  
 Turkey--F Ank-bla, F Sng-Lon, A Bul H (R Con), A Con-bul  
 Fall 1902: Russia--F Sev-bla, A Ukr-Ser, A Rom S AA Ser-bul  
 Austria--F Gre S F Alb-Gre, F Alb-Ion, A Bud-Gre, A Ser-bul  
 Turkey--F Ank-bla, F Ae-Ion, A Con-bul, A Sng-Lon  
 Winter 1902: Russia--No change  
 Austria--Build F Tri  
 Turkey--Remove A Sng

Observe the Turkish maneuver in the spring. Since Turkey is certain to lose Bulgaria (and would almost certainly lose it in a similar situation in an actual game as well), A Con is moved to Sng to provide a space for the retreat of A Bul. Although in this particular case, it makes little difference to the end, in general, care should be taken to avoid annihilations when they serve no useful purposes; units thereby lost cannot be replaced until they are rebuilt and moved back to the front, a lengthy process at best.

Meanwhile, one is for all practical purposes playing with one unit short, and to such one may possess the same number of supply centers as before. This potential tactical experience in delaying actions is what one tries to establish in the game.

long as possible until his reinforcements are brought up or at least power can be reduced to slow your enemy in the rear while his units are engaged in the front against you. Note also how RA Hun and AA Ser are put to good use in the fall, preventing the judgment of AA Bul and still allowing AA Bul-Con. As a general rule, whenever one writes up a set of moves and finds units simply holding in place instead of moving, supporting or conveying, one should wonder if he is doing something wrong and try to find something to do with his units besides holding in place.

Spring 1903: Russia---F Sev-Bla, A Rum S AA Bul A Ukr-Sov  
Austria---F Gre-Aeg, F Ion S F Gre-Aeg, A Bul H, A Ser-Gre  
Turkey---F Ank-Bla (R Say), F Ank-Fla, A Con S F Aeg-Bul  
Fall 1903: Russia---F Sev-Bla, A Rum H, A Ukr-Sov  
Austria---F Aeg S A Gre-Con, F Ion-Bas, A Gre-Con, A bul S A Gre-Con  
Turkey---F Say S A Con, F Ank-Bla, A Con H  
Winter 1903: No change  
Spring 1904: Russia---F Sev-Bla, A Rum H, A Ukr-Sov  
Austria---F Aeg S A Gre-Say, F Aeg S A Gre-Say, A Bul-Con, A Gre-Say  
Turkey---F Ank-Fla, F Ank S A Con (R Say), A Con S F Say  
Fall 1904: Russia---F Sev-Bla, A Rum H, A Ukr-Sov  
Austria---F Bul-Con, F Ion-Bas, A Bul-Con, A Say-Ank  
Turkey---F Ank-Bla, F Say S A Con, F Ank-Say  
Winter 1904: Russia---No change  
Austria---Bul H A Bul and F Trl  
Turkey---Remove F Say (I annihilated Fall 1904)

At this point, of course, Austria-Hungary can take Ankara, completing the destruction of Turkey. 1903 and 1904 illustrate something about the use of convoys. They should be used to cut support when occupation of an important sea space could not be assured by a similar move with the fleet and also when there is some special reason for wanting to move an army, as opposed to a fleet, to the front. In the latter case, every effort should be made to see that the conveyed attack succeeds the first time, or if that is not possible, to find something else that will work. In the above, the Austrian convey of Fall 1903 gives the best shot possible at Constantinople, without risking loss of the Aegean. In Spring 1904, the Austrian convey to Smyrna cannot be stopped and the placement of the army in Smyrna instead of Constantinople gives Austria the option of hitting Ankara later on without IF Ank being able to return the compliment by hitting Smyrna.

An example of the poor use of convoys, which in my opinion had a lot to do with Germany's eventual winner, comes from the Druze Game. Red Walker's Italy spent 3 years trying to convey a single army into Smyrna while it could have been conveyed or opposed into Syria at any time after the first 1 1/2 years. In the meantime, Red Bismarck's France, in the knowledge that three Italian units were tied up indefinitely in a fruitless campaign, was able to quickly overrun England and move on to bigger and better things in a southern offensive against a badly overextended Italy.

Another example, although perhaps not as decisive as the above, can be taken from the Orange Room game. In Spring 1906 we find Doug Boyerlein's Italy playing psychology moves to set up Presnita's Germany for the short (note the support given to the non-existent IF Ion and the "accidentally" murdered IF Ion) and also to prepare for a successful transatlantic convey in the fall. This maneuver managed to tie up some Italian fleets and, as it turned out, prevented at least two of them from going back to the front. A simple 1 law ship (no) coupled with F Nap-Syr-Ad and a 1 law ship could have been much more effective as far as the attack against France was concerned. In fact, the not inconsiderable advantage of bringing two more ships to the front, and thereby, a less complicated convey maneuver would have been to build a 2nd law ship, to be followed by F Ion S A Naples and F Ves S A Tunis. The 1st law ship would have been the 1st law ship.

# RELATIVE TACTICAL VALUES AND THE CALHAMER POINT COUNT RATING LIST by Eric Verheiden

In "Relative Tactical Values of the Diplomacy Countries," appearing in Hoosier Archives #112, a series of "relative opposition factors" (ROF's) was calculated, purporting to give some idea of the relative tactical difficulty in achieving a win for each of the Diplomacy countries. Also calculated were the "relative win factors" (RWF's) for the then-current Calhamer Point Count Rating List (CPCRL), obtained by dividing the base Russian win total by the various individual country win totals. Actually, the choice of the Russian win total as the base was arbitrary--any other base win total would preserve the relationships between the RWF's for the different countries just as well. Another tacit assumption was that the ROF's should be inverse, i.e. proportional to the country win totals of the CPCRL in the ideal case.

Actually, by considering the lines of best fit of the graphs of 1/RWF vs. 1/RWF for several previous CPCRL's, a somewhat different picture emerges. By adjusting the base win totals appropriately, the RWF's can be made to vary as the 1.42th powers of the ROF's in the best approximation. The adjusted RWF's from the last four CPCRL's appearing in the designated issues of Hoosier Archives and the predicted values, the 1.42th powers of the ROF's, are compiled in the table appearing below:

	HA #76	HA #91	HA #104	HA #112	PREDICTED
AUSTRIA	1.74	1.67	1.66	1.71	1.74
ENGLAND	1.44	1.46	1.55	1.66	1.66
FRANCE	1.82	1.76	1.86	1.77	2.23
GERMANY	2.99	2.93	2.58	2.48	2.20
ITALY	2.61	2.74	2.91	2.92	2.75
RUSSIA	1.13	1.13	1.11	1.04	1.00
TURKEY	1.34	1.38	1.40	1.46	1.71

It can be seen that the agreement between actual and predicted values is quite good except for Italy, France, and, to a lesser extent, Turkey, the countries most affected by the unnatural Italian weakness at sea in the opening, due mainly to the absence of a second Italian fleet. Even this may improve with time and the increasing prevalence of Italian openings employing drastic measures in an attempt to achieve Italian equality, such as the Lepanto and the even wilder Key variant. Developments of this sort for anti-French (and anti-English!?) openings would probably enable Italy to realize its full tactical potential.

Bearing in mind that the numbers indicate the relative difficulties in achieving a win, a preference list based on tactical strength would run something like: Russia/England, Turkey/Austria/France, Germany/Italy, where the order of countries inside the slashes is as yet uncertain. This ordering holds for wins only; the ordering for the various draws or shared wins would have to be treated separately.

## CRI PRESENTS

The following potential players have written during the last couple of months in response to the new CRI flyer and asked that their names be passed on to Camerasters and other openings. The numbers indicate the order in which I received each response.

1. Jeff Bourget, Route 3, Verdena Drive, Meridian, Idaho 83642
2. E. F. Stewart, 2031 Ardleigh Rd., Oakville, Ontario, Canada
3. Robert Dean, 15 Fontaine Lane, Grosse Pointe Shores, Mich 48237
4. David Darden, MACV COMB CTR, Bldg 562 COMBITE, APO San Francisco, Calif. 96343
5. Jim Larson, 3408 Denton Drive, Calgary, Alberta, Canada T2L 1A8
6. Jack P. Brooks, 51 Wooster St., New York City, New York 10013
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8. Peter Fox, 2510 N. 14th Ave., Grandview, Ill. 60131
9. Stephen Swartz, 42 West Union St., Canton, Pa. 17744
10. Mike Allen, 101 Woodl. Street, Cowley, Calif. 92327
11. Richard E. Danner, 1211 Castle Hill Dr., Austin, Tex. 78703
12. Donald Long, 1147 W. 1st Ave., St. Louis, Mo. 63104



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# Diplomacy

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— Boundaries of provinces and bodies of water  
— National and Imperial boundaries  
● Provinces containing the symbol are supply centers.  
Using Symbols: U.S. Sources A.C. 9.1

| Feet  |      | Meters |      |
|-------|------|--------|------|
| 100   | 30   | 100    | 30   |
| 200   | 60   | 200    | 60   |
| 300   | 90   | 300    | 90   |
| 400   | 120  | 400    | 120  |
| 500   | 150  | 500    | 150  |
| 600   | 180  | 600    | 180  |
| 700   | 210  | 700    | 210  |
| 800   | 240  | 800    | 240  |
| 900   | 270  | 900    | 270  |
| 1000  | 300  | 1000   | 300  |
| 1100  | 330  | 1100   | 330  |
| 1200  | 360  | 1200   | 360  |
| 1300  | 390  | 1300   | 390  |
| 1400  | 420  | 1400   | 420  |
| 1500  | 450  | 1500   | 450  |
| 1600  | 480  | 1600   | 480  |
| 1700  | 510  | 1700   | 510  |
| 1800  | 540  | 1800   | 540  |
| 1900  | 570  | 1900   | 570  |
| 2000  | 600  | 2000   | 600  |
| 2100  | 630  | 2100   | 630  |
| 2200  | 660  | 2200   | 660  |
| 2300  | 690  | 2300   | 690  |
| 2400  | 720  | 2400   | 720  |
| 2500  | 750  | 2500   | 750  |
| 2600  | 780  | 2600   | 780  |
| 2700  | 810  | 2700   | 810  |
| 2800  | 840  | 2800   | 840  |
| 2900  | 870  | 2900   | 870  |
| 3000  | 900  | 3000   | 900  |
| 3100  | 930  | 3100   | 930  |
| 3200  | 960  | 3200   | 960  |
| 3300  | 990  | 3300   | 990  |
| 3400  | 1020 | 3400   | 1020 |
| 3500  | 1050 | 3500   | 1050 |
| 3600  | 1080 | 3600   | 1080 |
| 3700  | 1110 | 3700   | 1110 |
| 3800  | 1140 | 3800   | 1140 |
| 3900  | 1170 | 3900   | 1170 |
| 4000  | 1200 | 4000   | 1200 |
| 4100  | 1230 | 4100   | 1230 |
| 4200  | 1260 | 4200   | 1260 |
| 4300  | 1290 | 4300   | 1290 |
| 4400  | 1320 | 4400   | 1320 |
| 4500  | 1350 | 4500   | 1350 |
| 4600  | 1380 | 4600   | 1380 |
| 4700  | 1410 | 4700   | 1410 |
| 4800  | 1440 | 4800   | 1440 |
| 4900  | 1470 | 4900   | 1470 |
| 5000  | 1500 | 5000   | 1500 |
| 5100  | 1530 | 5100   | 1530 |
| 5200  | 1560 | 5200   | 1560 |
| 5300  | 1590 | 5300   | 1590 |
| 5400  | 1620 | 5400   | 1620 |
| 5500  | 1650 | 5500   | 1650 |
| 5600  | 1680 | 5600   | 1680 |
| 5700  | 1710 | 5700   | 1710 |
| 5800  | 1740 | 5800   | 1740 |
| 5900  | 1770 | 5900   | 1770 |
| 6000  | 1800 | 6000   | 1800 |
| 6100  | 1830 | 6100   | 1830 |
| 6200  | 1860 | 6200   | 1860 |
| 6300  | 1890 | 6300   | 1890 |
| 6400  | 1920 | 6400   | 1920 |
| 6500  | 1950 | 6500   | 1950 |
| 6600  | 1980 | 6600   | 1980 |
| 6700  | 2010 | 6700   | 2010 |
| 6800  | 2040 | 6800   | 2040 |
| 6900  | 2070 | 6900   | 2070 |
| 7000  | 2100 | 7000   | 2100 |
| 7100  | 2130 | 7100   | 2130 |
| 7200  | 2160 | 7200   | 2160 |
| 7300  | 2190 | 7300   | 2190 |
| 7400  | 2220 | 7400   | 2220 |
| 7500  | 2250 | 7500   | 2250 |
| 7600  | 2280 | 7600   | 2280 |
| 7700  | 2310 | 7700   | 2310 |
| 7800  | 2340 | 7800   | 2340 |
| 7900  | 2370 | 7900   | 2370 |
| 8000  | 2400 | 8000   | 2400 |
| 8100  | 2430 | 8100   | 2430 |
| 8200  | 2460 | 8200   | 2460 |
| 8300  | 2490 | 8300   | 2490 |
| 8400  | 2520 | 8400   | 2520 |
| 8500  | 2550 | 8500   | 2550 |
| 8600  | 2580 | 8600   | 2580 |
| 8700  | 2610 | 8700   | 2610 |
| 8800  | 2640 | 8800   | 2640 |
| 8900  | 2670 | 8900   | 2670 |
| 9000  | 2700 | 9000   | 2700 |
| 9100  | 2730 | 9100   | 2730 |
| 9200  | 2760 | 9200   | 2760 |
| 9300  | 2790 | 9300   | 2790 |
| 9400  | 2820 | 9400   | 2820 |
| 9500  | 2850 | 9500   | 2850 |
| 9600  | 2880 | 9600   | 2880 |
| 9700  | 2910 | 9700   | 2910 |
| 9800  | 2940 | 9800   | 2940 |
| 9900  | 2970 | 9900   | 2970 |
| 10000 | 3000 | 10000  | 3000 |



DOES THIS APPLY TO YOU?

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THE MCCALLUM SYSTEM OF NOTATION

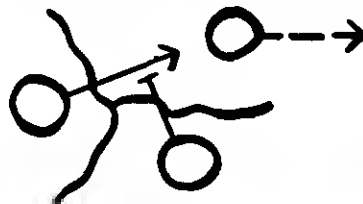
For ease in following the current demonstration game, a Diplomacy map is reproduced on the reverse side by permission of John Moot, the President of GRI. Incidentally, DIPLOMACY is a registered trademark for a game invented by Allan B. Calhamer and copyrighted by Games Research Inc., 500 Harrison Avenue, Boston, Mass. 02118. GRI sells the game for \$8.95 and the 1971 Rulebook for \$1.

To best follow the game and hopefully learn something from it, since it is being played and analyzed by experts, I would like to suggest to you the use of a recording system that was first proposed to me by John McCallum.

First of all, you will need seven crayons in the following colors: red (Austria), purple (England), blue (France), black (Germany), green (Italy), brown (Russia), and yellow (Turkey).

Now to use the McCallum system, you take this map, which is provided with each of the spring and fall seasons, and record the armies with a circle of the appropriate color and the fleets with a line. For the winter season, simply take the fall map and make square brackets around a unit built and round brackets around a unit removed.

Also, a good way to go from one season to another is to indicate an attack with an arrow and a support with a line and bar as illustrated. Additionally, an unsuccessful order or retreat can be indicated by a dotted line.



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